

CRASH 'N SCORE

Operation · Maintenance · Service Manual (TM-048)

The technical manual for Crash 'N Score was in progress when this game went into production. The manual will be released shortly and will be available through your distributor.

In the meantime, we have enclosed copies of the most vital documentation, to assist in maintaining and servicing this game. Should you have any questions that cannot be answered by this documentation, please contact your distributor or the Atari Customer Service Department, 2175 Martin Avenue, Santa Clara, CA 95050. You may also use our toll-free telephone number: (800) 538-6892. The Customer Service Dept. is open from 7:30 am to 4:30 pm Pacific time, Monday through Friday.

Thank you for your patience.

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CRASH 'N SCORE

INSTRUCTIONS FOR USING EXTENDED-PLAY CARD AND INSTRUCTION PLATE CARD

Enclosed in this game's coin box are two small cards. The extended-play card, after its blank area has been filled in with the applicable number, is placed behind the front plex's bottom edge.

The instruction plate card should be cut apart, and the proper numbers should be taped to two different areas in the silk-screened instructions. One of these areas tells players how many games per quarter will be given (either one or two). The other area tells the player how long the blinking-score period of each game will be. During this part of the game (the last seventh of the game), any player's hit will actually count as twice that flag's indicated value. Procedures for using both cards are as follows:

Instruction plate card: Find the only slide switch on the game's PCB. Its two positions are labeled 1 PLAY and 2 PLAY. Choose one of the positions to structure the game for either one or two games per quarter. [In the two-game case, the player(s) will still have to push either the ONE PLAYER START or TWO PLAYER START button to begin the second game.] Then cut out the "1" or "2" from this card and using transparent tape, attach it to the inside of the silk-screened plexiglass in the appropriate blank area.

Second, cut out the "10" from this card and attach it with transparent tape to the blank area in the phrase "Bonus score value doubles in last seconds." The period in each game during which the player's score blinks is not variable by the operator.

Free play card: If you wish to offer extended play after a certain number of points in each game, you should fill in the appropriate number of points on this card. To set the game correspondingly, find the small switch on the PCB near the end opposite the edge connector. This switch has four small white levers that can be set with their pointed ends facing either up or down.

Point value:	10	20	40	80
Lever number:	1	2	3	4

Push forward (so pointed end faces down) any of the levers, so that their respective point values add up to the desired sum. We suggest total values between 40 and 90 points. For example, to set the game for extended play after 50 points, push forward the levers #1 and 3. On this switch, any values set for 100 or more points means that no free game will be allowed.

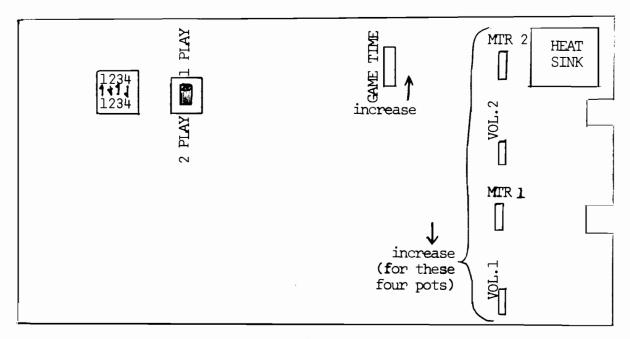
After setting the switch to the appropriate value, place the free play card behind the smoked plex so it rests along the retainer at the plex's bottom edge.

ADJUSTMENTS OF VARIOUS POTENTIOMETERS ON THE PCB (see drawing below)

The game length is controlled by the GAME TIME pot, located near the top center of the PCB. The range is approximately 30 seconds to 3 minutes.

The <u>pitch</u> of each car's motor is varied with the MTR 1 and MTR 2 pots, located near the edge-connector end of the PCB. The former controls the pitch of the white car (left steering wheel); the latter controls the pitch of the black car (right steering wheel).

The volume of each car's motor is varied with the VOL 1 and VOL 2 pots, located inward from the MTR 1 and -2 pots. Similar to the pitch, each volume pot controls one of the cars on the TV screen.



Crash 'N Score:
Operator-Adjustable Controls
for Game Structuring
on Printed Circuit Board

CRASH 'N' SCORE leisure

PARTS LIST SPECIF	FICATION Page 1 of	2
Drawn Wayne Sauter		
Checked 77.2. 9/4/75 ~	Mech. Eng. L' Shocko	\mathcal{Q}
Proj. Eng. K.W. & 4/18/75	Elec. Eng	REV.
		С

Rev.	Description PROD REL		nte Apprv. R	ev. I	escription	Date	Apprv.
В	Rev per ECN 1674		5/75 1467			-	+
С	Rev per ECN 1701		4/75 1/4/				+
	-						+
							+ -
							
Item	Part Number	Qty.		DESCI	RIPTION		
1	A004155	1	Cabinet Assem	mbly			
2	A004175	1	Control Panel	Assemb	ly		
3	A004215	1	Electronics Tray Assembly				
4	A004174	2	Foot Pedal Assembly				
5	004214	1	Playfield Ple	x Scree	n, Clear		
6	003920-02	2	Plexiglass Re	etainers			
7	004166	1	Bottom Plex F	Retainer			
8	004171	1	ABS Bezel, Bl	lack			
9	004216-XX	1	Instruction P	late, Nu	ımber Card		
10	000869	2	Speaker Grill	L			
11	000531	2	Control Panel Mntg Bracket				
12	A003637	1	Coin Door Assembly				
13	A004232	1	Decal Location Diagram				
14	48-002	2	Speakers, 4" Motorola				
15	92-007	1	23" T.V. Monitor				
16	71-2114	1	Hudson Lock				
17	72-6810	20	Screws, Self Tapping, #8 x 5/8 Phil Pan Hd				
18	75-931	2	Wing Nuts, #10-24				
19	75-5124N	10	Carriage Bolts, #10-24 x 1½				
20	75-010S	20	#10 Flat Washer				
21	75-040	22	#10 Lock Washer				
22	75-911S	20	#10-24 Hex Nuts				
23	82-8116B	4			ws, #10-24 x 1"		
24	82-404	2	Eye Bolt, #1/4-				
25	004212	1	R.H. Side Par				
26	004213	1	L.H. Side Panel S/Screen				
27	A004217	l Pof	Main Harness				
28	004218	Ref	Wiring Diagra				
29	004177	1	Shipping Cart				
30	TM-048	1	Technical Mar		Cmokod		
31	004211	1 2	Plexiglas, Pl	_	, smoked		
32 33	75-915S 75-015S	2	#4-20, Hex Nuts				
34	75-0155	2	#¼ Flat Washers #¼ Lock Washers				
35	75-5120B	10	Carriage Bolts, #10-24 x 14				
36	73-77004	8	Rivets, 3/16 x .68				
37	004355	li	Free Play Card				
38	72-6620	6			x 1 Pan Hd Phil		
1	A004278	1	Screws, Self Tap, #6 x 1 Pan Hd Phil Coin Mech Housing Harness				
40	72-6616	1		_	x 1" Pan Hd Phil		
	, = 5525	1		<u></u>			

ASSEMBLY TITLE ARCADE CRASH 'N SCORE TOP ASSEMBLY P/L 004172						
	PARTS LIST SPECIFICATION Page 2 of 2					
Item	Part Number	Qty.	DESCRIPTION			
41 42 43	A004236 A004286-04	1	Fluorescent Light Mounting Assembl Final Assy - R.F. Shielding Enclos			
44 45	75-5132N	2	Carriage Bolts, #10-24 x 2"	•		

CRASH 'N SCORE **P/L** 004256 ASSEMBLY TITLE ASSEMBLY, P.C. BOARD Page 1 of 3 PARTS LIST SPECIFICATION Drawn D. Storie D. Storie - ilcan Mech. Eng. Checked Proj. Eng. Elec. Eng REV. leisure Α Rev. Description Rev. Apprv Description Date Date Apprv. PRE-PROD REL 10/13/75 A PROD REL 10/21/75/ Item Part Number Qty. DESCRIPTION Printed Circuit Board 1 004257 1 2 37-7400 11 I.C. 7400 A3,B5,C9,E4,F9,H3,J4,K5,L9,P3 P9 9 3 37-7402 I.C. 7402 C8,E6,F1,F4,H2,L4,L8,N4,N6 4 37-7404 12 I.C. 7404 A1, A6, C3, C10, D7, E10, J3, J6, J9, M7,N10,R3 I.C. 7406 5 37-7406 1 L10 6 37-7408 3 I.C. 7408 F3,J8,MN1 7 37-7410 5 I.C. 7410 B6,D3,F10,K6,P2 8 37-7414 I.C. 7414 1 H10 9 37-7420 4 I.C. 7420 C4,E8,N3,N8 10 37-7430 1 I.C. 7430 В1 I.C. 7432 11 37-7432 1 R4 37-7448 I.C. 7448 12 1 J1 I.C. 7474 13 37-7474 14 A5,A7,A8,B3,DE1,H9,J5,J7,K3, K4,M4,N1,R2,R9 2 I.C. 7475 14 37-7475 H7,R7 B4,D9,M9 15 37-7485 3 I.C. 7485 3 I.C. 7486 16 37-7486 D4,M3,L3 7 17 37-7490 I.C. 7490 B8, K8, L1, L2, M1, M2, P10 2 37-7492 I.C. 7492 18 B9, K9 5 I.C. 7493 19 37-7493 A4,D1,D8,E1,M8 20 6 I.C. 74107 37-74107 C7,F5,FH1,L7,P1,P5 3 21 37-74153 I.C. 74153 F2,K1,K2 22 1 I.C. 74192 37-74192 E3 I.C. 74193 23 37-74193 7 E9,F8,H8,N9,P4,P8,R8 24 2 I.C. 74279 37-74279 MN2,N2 25 37-9312 4 I.C. 9312 H1, H5, J2, R5 13 I.C. 9316 26 37-9316 A2,B2,C2,C5,C6,D5,D6,E5,L5,L6 M5,M6,N5 27 37-9602 2 I.C. 9602 H4.R1 5 28 37-555 I.C. 555 B7,D10,K7,M10,R10 29 37-LM323 1 Reg LM323 + 5V 30 37-LM324 2 I.C. LM324 OP AMP C11,L11 31 37-LM340T-15 1 Reg LM340T-15 +15V Q13 or 7815 I.C. LM380 Audio AMP 32 37-LM380 2 B10,K10



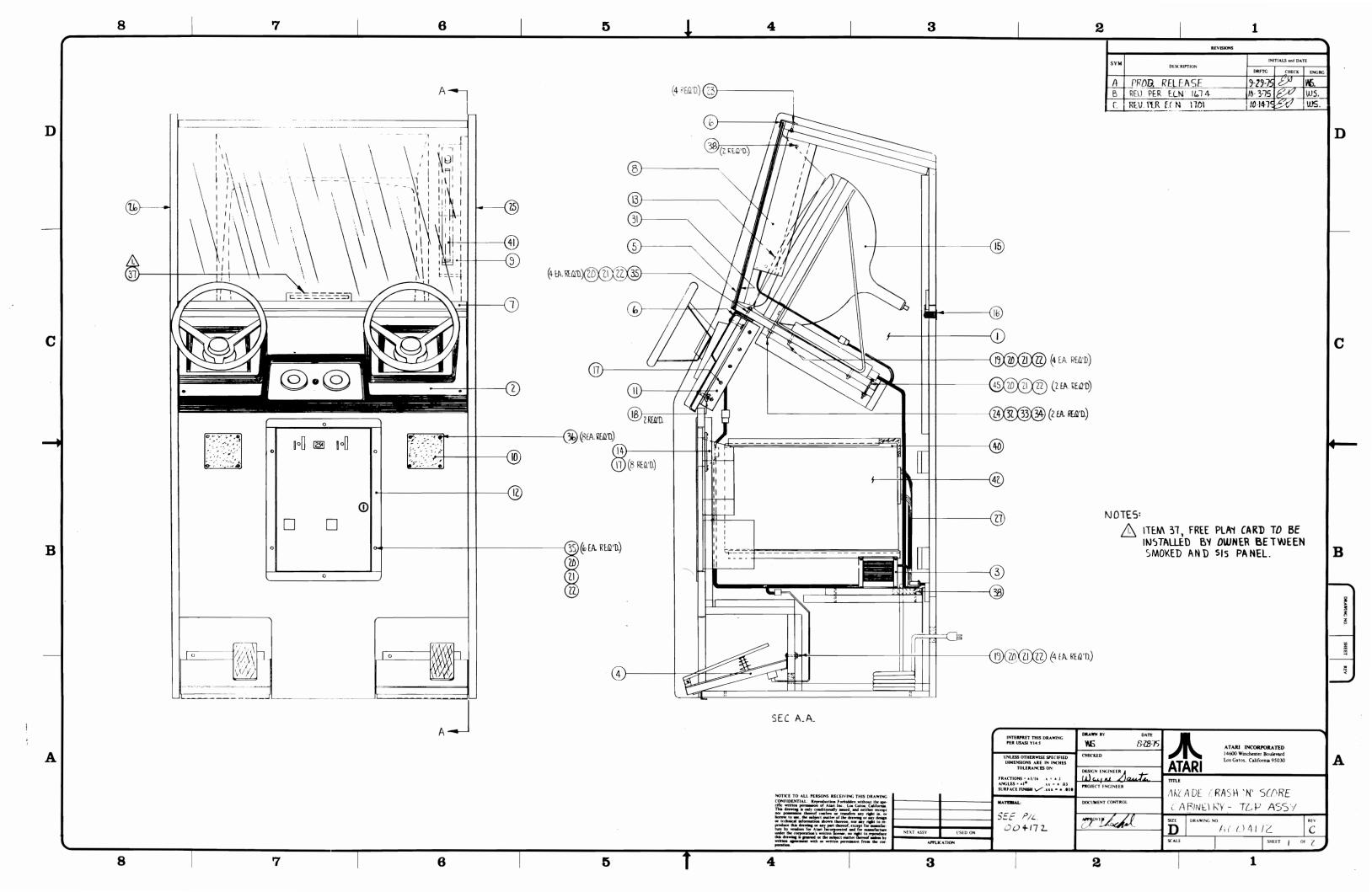
ASS	EMBLY TITLE CRASH	'N SCO	ORE P.C. BOARD ASSEMBLY P/L 004256 Rev A
_	PARTS LIST	SPECI	FICATION Page 2 of 3
Item	Part Number	Qty.	DESCRIPTION
33 34 35 36	003186 003187 004248 004247	2 2 1 1	Rom, RT8 Car Video F6,P6 P-Rom, RT8, Car Motion Code F7,P7 P-Rom, Crash 'N Score, Location Code D2 P-Rom, Crash 'N Score, Shape Code E2
37 38	79-42424 79-42116	2 4	24 pin I.C. Socket 16 pin I.C. Socket
39 40 41 42	31-MR501 31-A14F 31-1N4001 31-1N914	2 2 2 17	Diode MR501 Power D10,D11 Diode Al4F Power D18,D19 Diode 1N4001 Power D27,D28 Diode 1N914 D3,D5-D9,D12,D19 D16,D17,D20-D26
43 44 45 46 47	33-2N3644 34-2N3643 34-2N3565 003629 35-MCR106	3 2 2 2 2 3	Transistor PNP 2N3644 Q1,Q4,Q9 Transistor NPN 2N3643 Q7,Q8 Transistor NPN 2N3565 Q3,Q6 Selected NPN Noise Source 2N3643 Q2,Q5 SCR Transistor MCR106 Q10,Q11,Q12
48	38-MV5013	5	Light Emitting Diode, Visible Red D1,D2,D4,D13,D1
49 50 51 52 53	21-500103 21-500104 24-160808 24-250105 24-250505 24-250106	2 2 1 4 4 9	Capacitor, Mylar, .0luf, 50V C10,C49 Capacitor, Mylar, .luf, 50V C15,C52 Capacitor, Elect. 8000uf 16V C45 Capacitor, Elect. luf 25V C14,C16,C53,C54 Capacitor, Elect. 5uf 25V C7,C18,C48,C59 Capacitor, Elect. 10uf 25V C5,C8,C9,C12,C2
55 56 57 58 59	24-250107 24-060257 24-250507 24-250478 27-250103	3 1 2 1	C47,C56,C67,C68 Capacitor, Elect. 100uf 25V C4,C38,C39 Capacitor, Elect. 250uf 6V C1 Capacitor, Elect. 500uf 25V C25,C66 Capacitor, Elect. 4700uf 25V C57 Capacitor, Ceramic .01uf 25V C37,C41,C42,C50
60	27-250104	21	C60,C69 Capacitor, Ceramic .Tuf 25V C13,C21,C22,C24 C26-C35,C43,C44 C51,C55,C62,C63
61 62	28-101101 28-101391	7 2	C65 Capacitor, Mica 100pf 100V C2,C17,C20,C40, C58,C61,C64 Capacitor, Mica 390pf 100V C6,C46
62	28-101391		Capacitor, Mica 390pi 100v Co,040
63 64	10-5101 10-5151	3 4	Resistor, Carbon, 5%, 1/4W, 100 ohm R75,R77,K79 Resistor, " " 150 ohm R9,R10,R73,R74
65	10-5221	б	Resistor, " " 220 ohm R14,R32,R33,R66 R72,R76
66 67	10-5331 10-5471	3 4	Resistor, " " 330 ohm R78,R118,R119 Resistor, " " 470 ohm R24,R31,R65,R71
6 8	10-5102	16	Resistor, " " 1K R3,R7,R8,R25,R3 R69,R70,R95,R103,R104,R120,R121,R49,R54,R55,R64

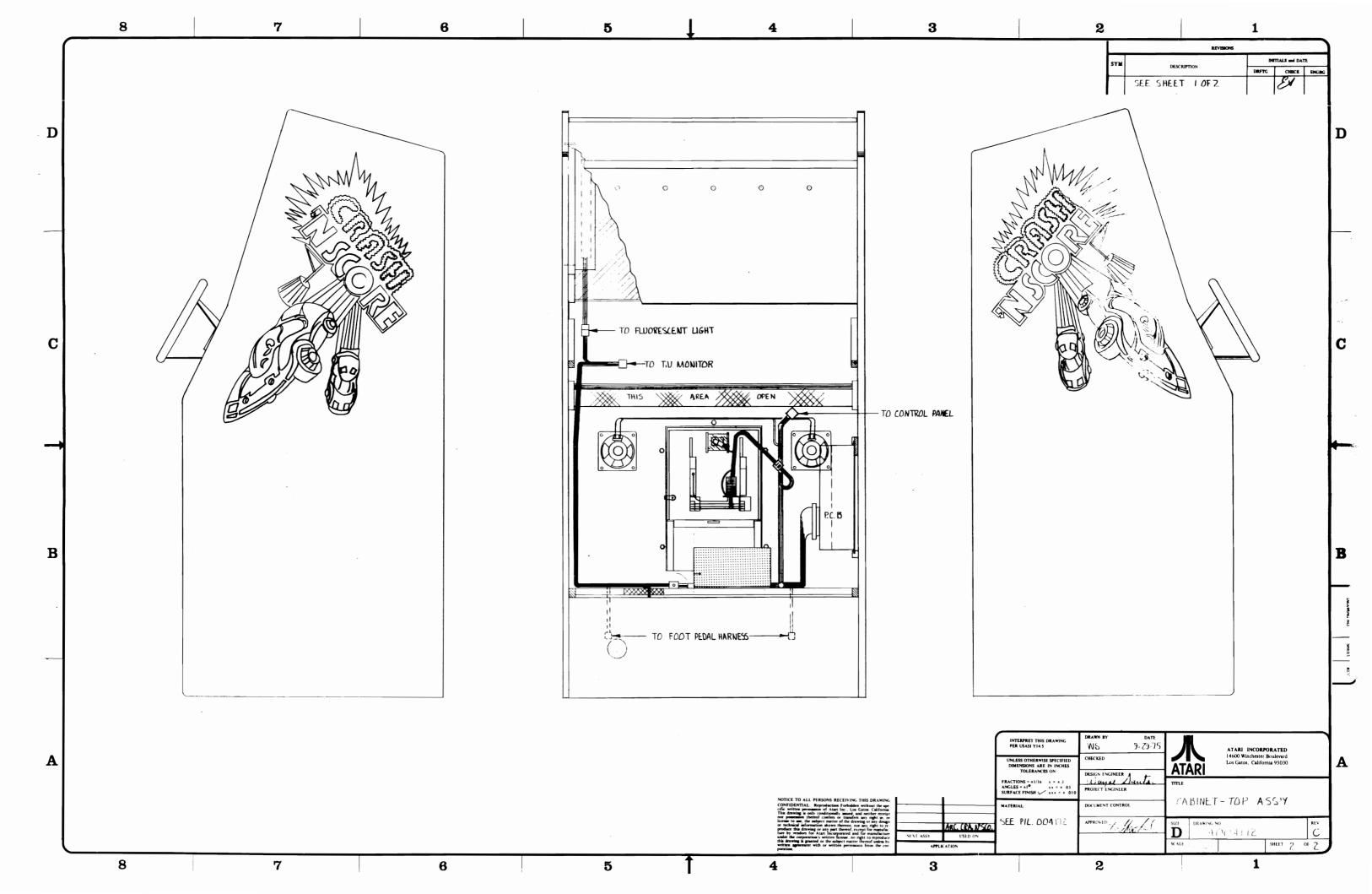


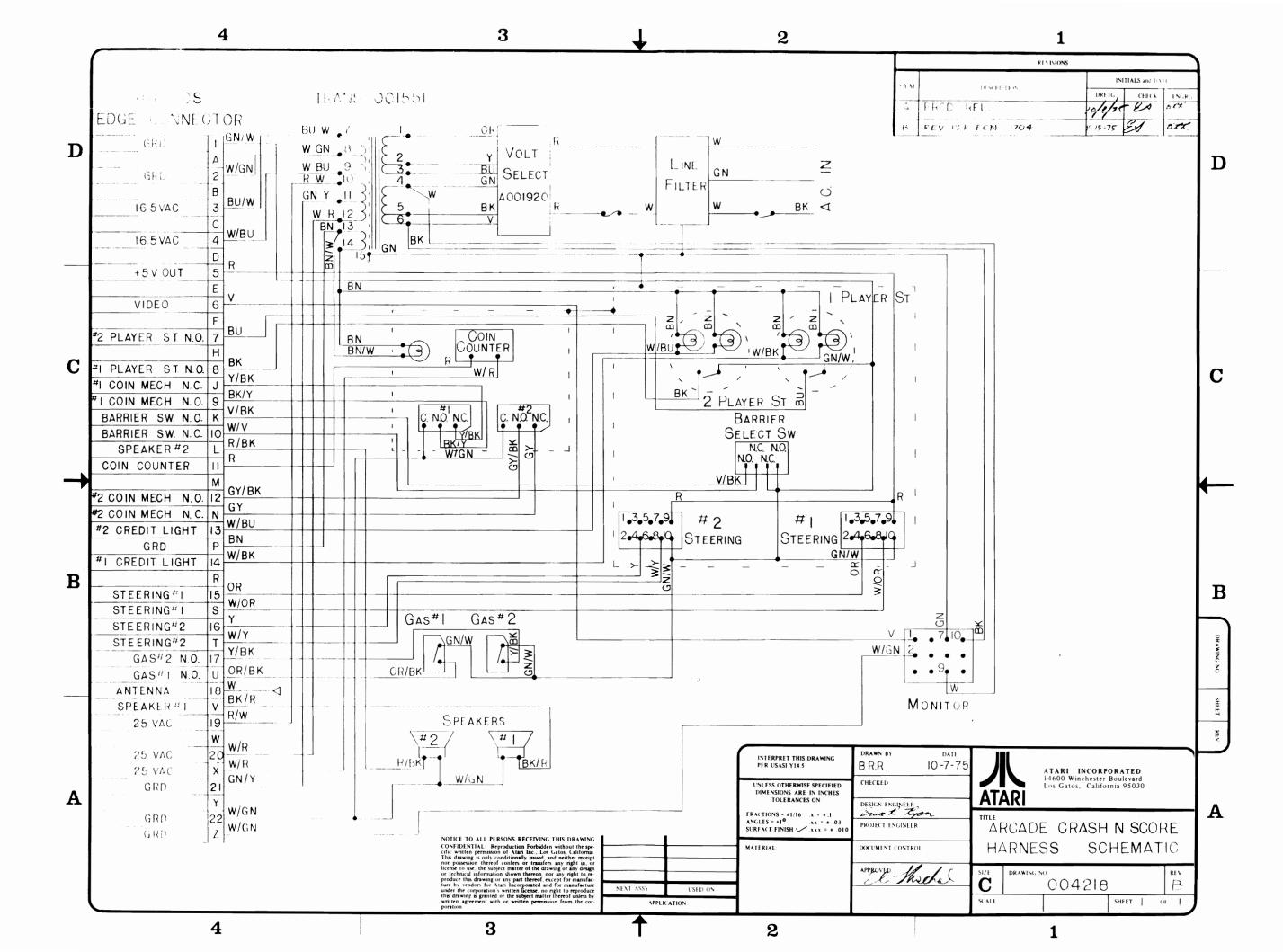
ASS	EMBLY TITLE CRASH	'N SC	ORE P.C. BOARD ASSEMBLY P/L 004256 Rev A
	PARTS LIST	SPEC	IFICATION Page 3 of 3
Item	Part Number	Qty.	DESCRIPTION
69 70 71	10-5272 10-5152 10-5472	4 1 16	Resistor, Carbon, 5%, 1/4W, 2.7K R126-R129 Resistor, " " 1.5K R23 Resistor, " " 4.7K R15-R22,R80-R87
72	10-5103	15	Resistor, " " " 10K R2,R12,R37,R46, R56,R58,R59,R60, R93,R98,R105, R110,R111,R112, R122
73 74 75 76 77 78 79	10-5123 10-5153 10-5333 10-5563 10-5683 10-5823 10-5104	2 2 3 3 2 2 17	Resistor, " " " 12K R62,R114 Resistor, " " 15K R38,R99 Resistor, " " 33K R1,R48,R107 Resistor, " " 56K R67,R68,R123 Resistor, " " 68K R34,R96 Resistor, " " 82K R50,R108 Resistor, " " " 82K R50,R108 Resistor, " " " 82K R50,R108,R47,R51,R52,R53,R61,R100,R102,R106,R113,R115,R116,R117,R124
80	10-5224	4	Resistor, " " 220K R30,R35,R92,R97
81	10-5474	4	Resistor, " " 470K R29,R40,R91,R101
82	10-5105	4	Resistor, " " 1 Meg R26,R63,R88,R125
83 84	10-5225 10-5475	2 2	Resistor, " " " 2.2M R28,R90 Resistor, " " 4.7M R27,R89
85	17-54P0	1	Resistor, WW, 5%, 10W, 4 ohm R6
86 87 88	19-311103 19-311254 19-311105	2 2 1	Trim Pot, 10K ohm R57,R109 Trim Pot, 250K ohm R13,R94 Trim Pot, 1M ohm R4
89 90	66-024P1T 69-001	1	Dip Switch, 4SPST S2 Switch, DPDT S1
91 92 93 94 95 96	72-1408C 75-016C 75-914C 75-054 75-056 75-916C	2 2 2 2 2 2	Screw, Mach, Pan Hd, Phil 4-40 x 1/2 , CRES Washer, Flat #6, CRES Nut, Hex 4-40, CRES Lockwasher, Int Star #4 Lockwasher, Int Star #6 Nut, Mach, Hex, 6-32, CRES
97 98 99	78-06004 78-16005 90-101]]]	Heat Sink, Wakefield #68075A Silpad, Wafer, Insulator, To-3 Crystal 14.31818 Y1
100	72-1610C	2	Screw, Mach, Pan Hd, Phil, 6-32 x 5/8", CRES

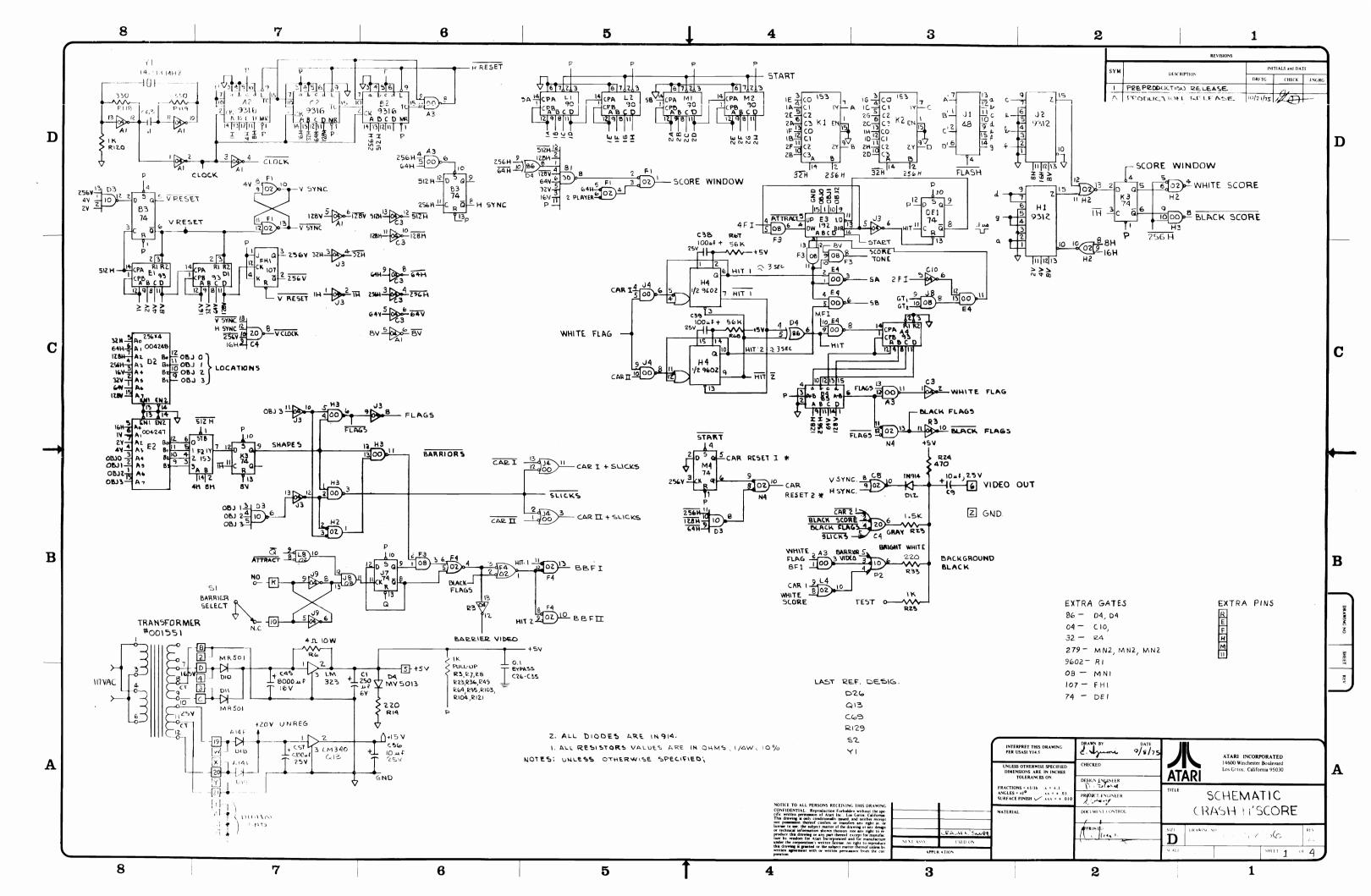


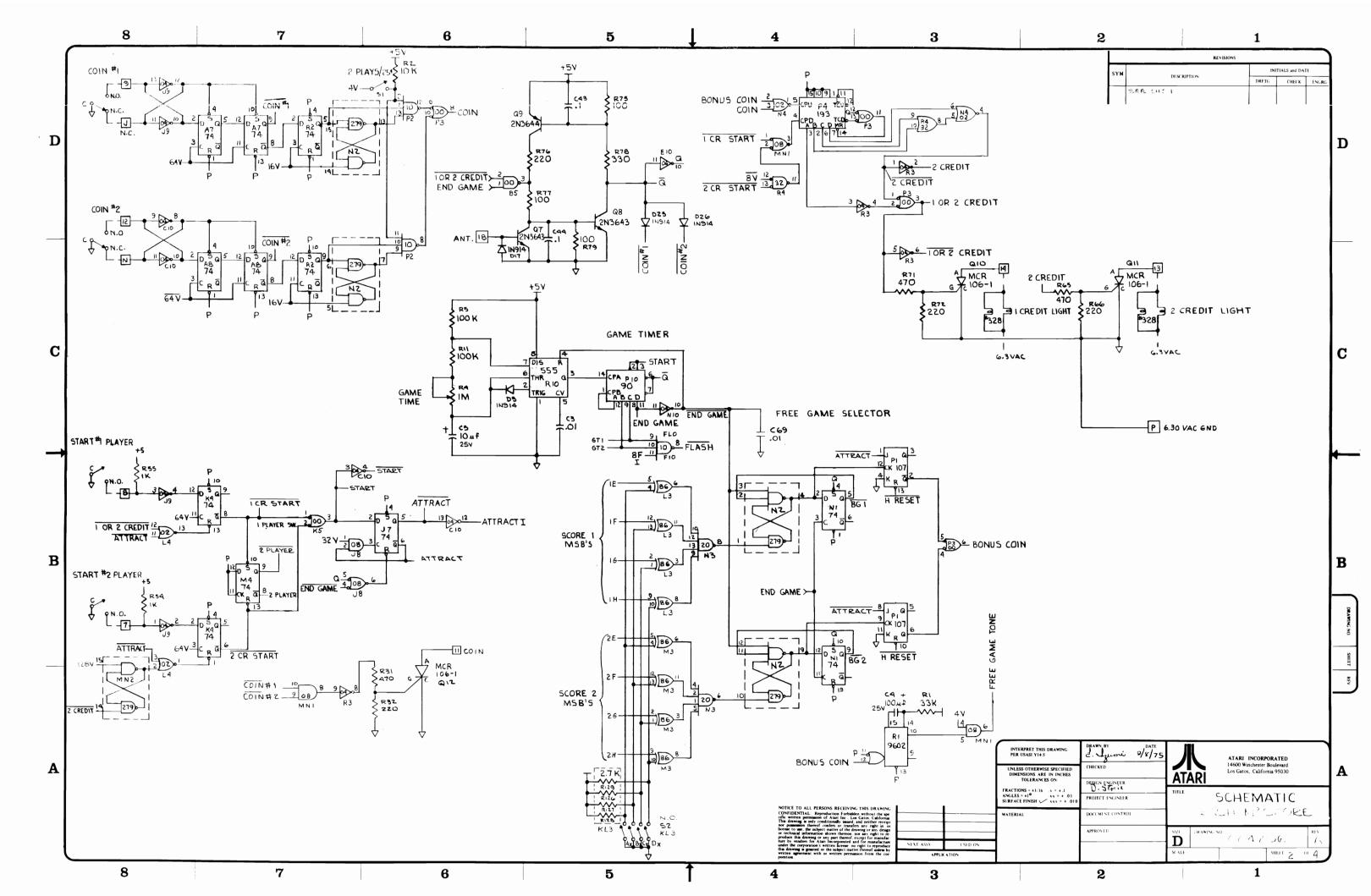
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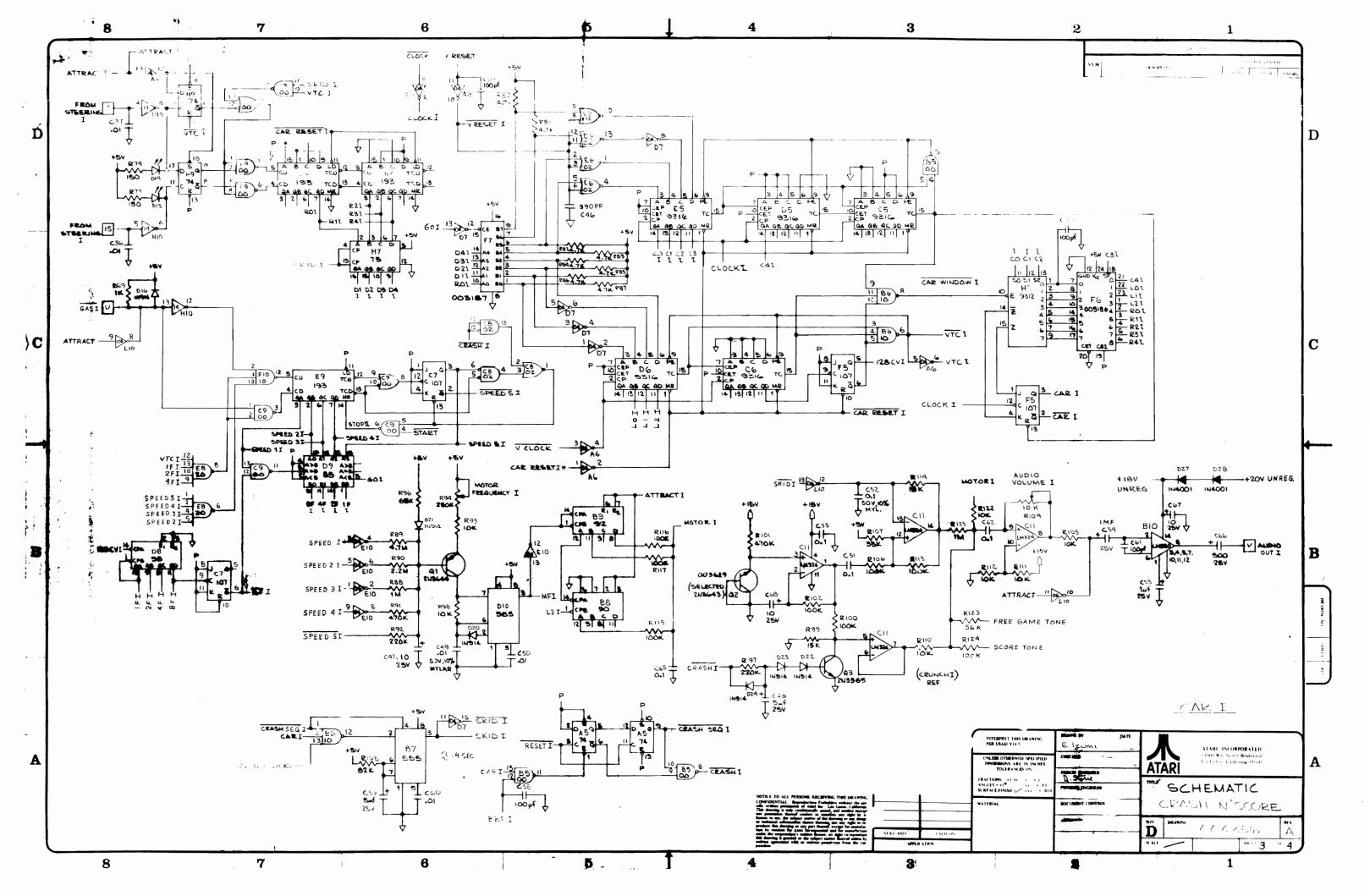


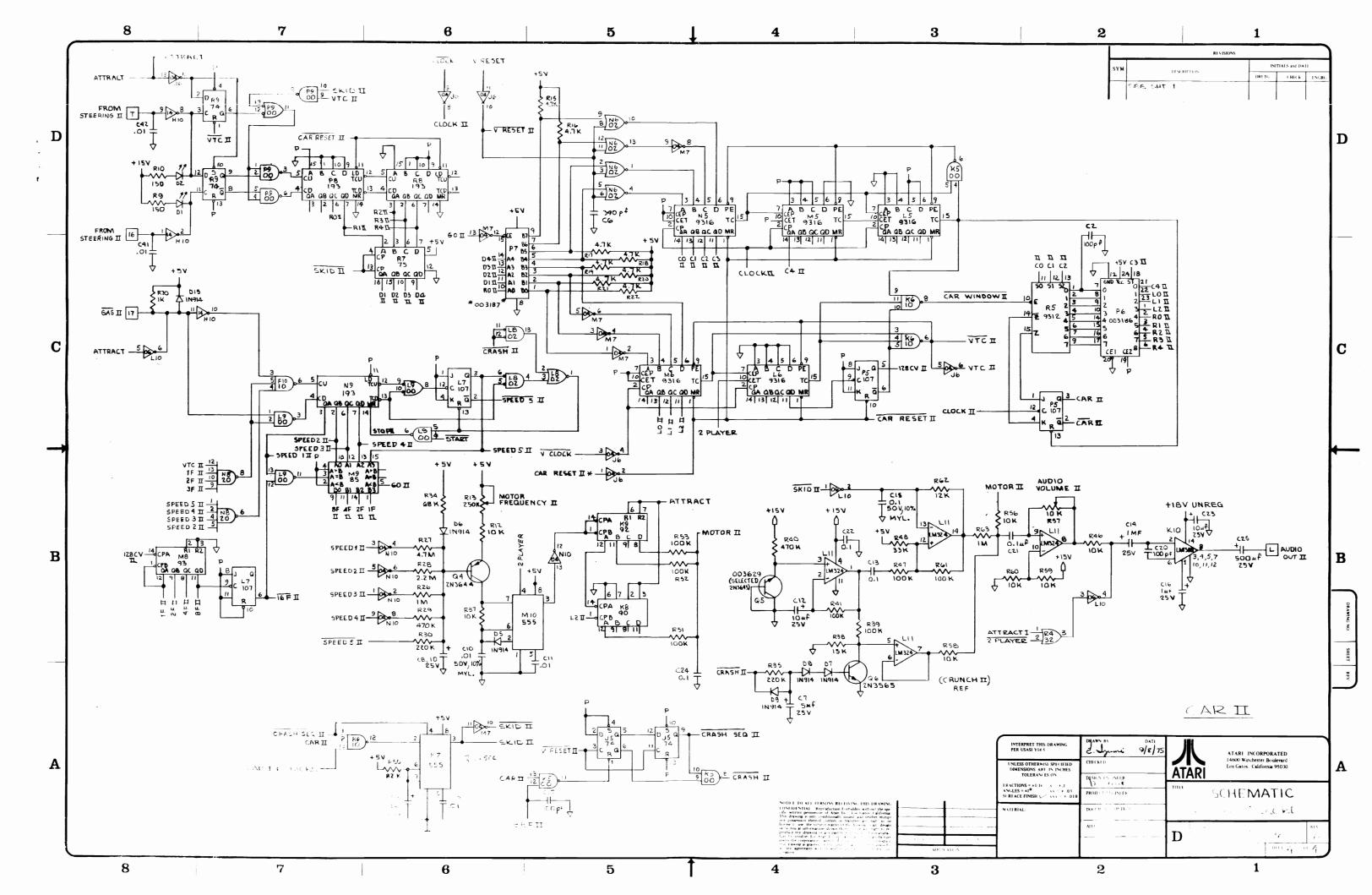












3 6 5 A PRODUCTION RELEASE \mathbf{D} \mathbf{D} :::: 7420 MOT - 1 MODIFICATION LIST TO 004257 REVISION A P.C. BDS: 1. CUT AND LIFT PIN 3 OF LI, LZ, MI & MZ. JUMPER FROM THE LIFTED PINS TO THE TRACE RUNNING TO RT, K PULL-UP RESISTOR, AS SHOWN. 2. REMOVE 7402 FROM CI, IF INSTALLED. 3. CUT AND LIFT PINS 3 & 11 OF J4 . JUMPER LIFTED PIN3 TO PAD OF PIN II . JUMPER LIFTED PIN II TO PAD OF PIN3. 7475 4. OH CIRCUIT SIDE OF BUASE BETWEEN RS & RG, LOCATE TRACE THAT RUNS FROM RS PIN 4 TO PG PIN 10. CUT THIS TRACE ON BOTH SIDES OF LARGE PAD TO GHD, AND JUMPER THE TRACES TO GETHER. 5, CUT AND LIFT PIN 10 OF E4. JUMPER LIFTED PIN TO PIN 3 OF DIO. 6. ADD A .01 CAP (27-250103) FROM PIN.10 OF NID TO GND. P.C.S. 10(5175 ATARI INCORPORATED 14000 Winchester Boulevard Les Gates, Carifornia 95030 HICKED 3. ALL DIODES ARE INGIA. D Storie 2. ALL CAPACTOR VALUES ARE IN MICRO-FARADS ASSEMBLY DWG 1. ALL RESISTOR VALUES ARE IN OHMS, I/AW, 5%. CRASH N' SCORE NOTES: UNLESS OTHERWISE SPECIFIED: SEE A004256 P/L004256

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